

KONAMI

SILENT HILL

SHATTERED MEMORIES



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Australia	1300 365 911 Calls charged at local rate
Österreich	0820 44 45 40 0,116 Euro/Minute
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Norge 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15	81 55 09 70
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UK	08705 99 88 77 National rate. Calls may be recorded for training purposes

Please call these Customer Service Numbers only for PSP™ Hardware Support.

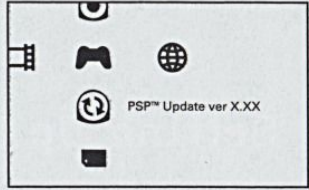
If your local telephone number is not shown,
please visit **playstation.com** for contact details.

SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

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Thank you for purchasing Silent Hill®: Shattered Memories from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. NOTE: Konami does not re-issue manuals.

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

Setting Up

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the Silent Hill®: Shattered Memories disc with the label side facing the rear of the PSP™ system and then securely close the disc cover. Select your desired language, via the System Home Menu. Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Please ensure that you have sufficient space on your Memory Stick Duo™ before commencing play.

WIRELESS WLAN FEATURES

Software titles that support Wireless [WLAN] functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network [WLAN].



Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless [WLAN] feature that allows two or more individual PSP™ systems to communicate directly with each other.



Wireless Compatible

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

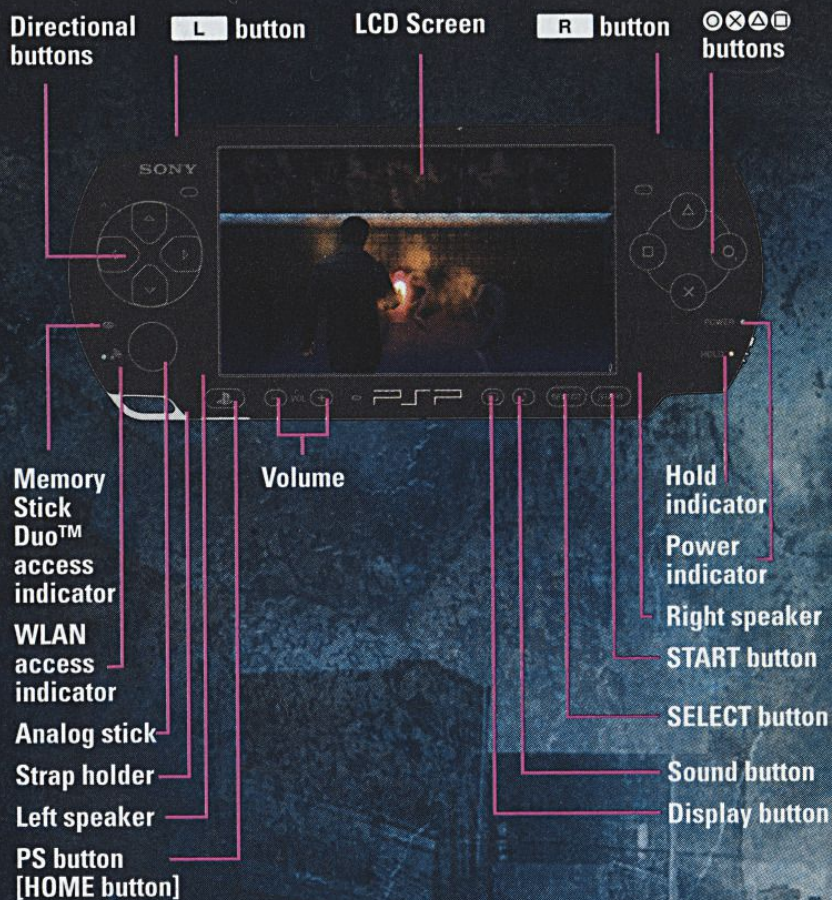


Wireless Compatible

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless [WLAN] feature that allows the PSP™ system to link to a network via a Wireless [WLAN] Access Point [a device used to connect to a Wireless network]. In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device [e.g. a Wireless ADSL Router], a Wireless [WLAN] Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Controls



NOTE: Illustration may not match all PSP™ System types. For owners of PSP-1000, PSP-2000 and PSP™Go! systems, please refer to the setup instructions supplied with your system.

Controls

Analog Stick

Move Harry

Move Cursor

Aim Flashlight

press the Analog Stick in any direction

press the Analog Stick in any direction

press the Analog Stick while holding the **R** button

X button

Action (Open, Climb, etc.)

Interact

Accept

Shove Creature

Create Barricade

Hurry

Press the **X** button in front of doors, walls, etc.

Hold down the **X** button to interact/pick up objects

Press the **X** button while using the cell phone, or pointing at a menu selection

Shove a creature off Harry's back

Press the **X** button when running past a barricade object

Rapidly tap the **X** button while climbing a wall or crawling

O button

Back out of Puzzles

Operate Cell Phone

Cancel on Cell Phone

Shove Creature

Press the **O** button at any time during a puzzle to return to Exploration

Press the **O** button to open or close Harry's cell phone.

Press the **O** button while in a submenu of the cell phone.

Shove a creature off Harry's right side

Square button

Run

Quick Turn

Shove Creature

Hold the **Square** button down while moving with the Analog Stick

Press the **Square** button and Down on the Analog Stick simultaneously

Shove a creature off Harry's left side

Triangle button

Operate Flashlight

Shove Creature

Press the **Triangle** button to toggle the flashlight on/off

Shove a creature off of Harry's front

R button

Look (Zoom)

Press the **R** button while aiming the flashlight

L button

Glance Behind

Press the **L** button

Directional Buttons

Navigate Cell Phone Menu

Light Flare

Drop Flare

Map Shortcut

Camera Shortcut

Press any direction while in the cell phone menu

Press the down button while holding an unlit emergency flare

Press the down button while holding a lit emergency flare

Press the left button

Press the right button

Start

Pause Menu

Press Start at any time

Select

NOT USED

Prologue



The resort town of Silent Hill is a well-known local vacation spot. However, in the last decade or so, the residential population has increased as many young families made Silent Hill their permanent home. The friendly lake community struggles to find its identity amidst scenic woodlands, a growing downtown retail mecca, and the quaint thrills of popular Lakeside Amusement Park.

This season, Silent Hill slips into a quiet hibernation. Normally abuzz with late vacationers who waited out the hot summer, the town's tourist attractions are instead vacant as a freak blizzard whips its way through the streets. Schools are closed and families huddle indoors, afraid to walk the frozen streets. The only sounds are echoes of the storm's forsaken howl.

Harry Mason glances at the rearview mirror to see his daughter Cheryl in the backseat. She is his only comfort on a long, lonely drive through Silent Hill.

Harry's car hits a patch of ice and skids across the road. He tries to correct it, but there's no purchase to be had on the ice, and the vehicle careens into a ditch.

Eventually, Harry regains consciousness to find that Cheryl is missing. He grabs a flashlight from the glove compartment and searches the car, but his daughter is nowhere to be seen. Where could she have gone?

Harry walks toward a building he sees nearby.

Objective:
Find Cheryl.

Playing the Game

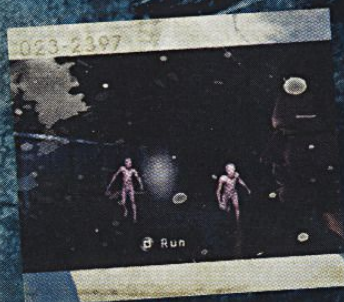
Exploration

Move Harry with the Analog stick. If you want to investigate something up close, press the **R** button and direct Harry's flashlight with the Analog Stick. By examining the environment in his way, Harry may find useful clues. Interact with doors, fences and other obstacles by pressing the **X** button or run using the **○** button to interact automatically. At times, Harry will come across puzzles and objects that he needs to use in some way, press the **X** button to interact with these and Harry's view will zoom in and focus on the object or puzzle. While in this view, holding the **X** button while the cursor is on an object will 'grab' the object, then you can use the Analog Stick you can manipulate the object or environment in various ways depending on the situation. On-screens prompts may appear to offer help. To exit this view, press the **○** button.



The Nightmare

As Harry explores Silent Hill, thick ice may engulf the streets and plunge the world into a horrific Nightmare. Objects Harry can interact with (doors, walls, etc.) will be frozen a lighter blue than the rest of the world. Creatures stalk the Nightmare landscape, searching for Harry. If they find him, they will enter into a relentless pursuit, and Harry will need to evade them and escape (glance backward to keep track of them by pressing the **L** button). Briefly hide from the creatures inside objects covered in white ice. If a creature manages to latch onto Harry, you'll need to shake it off by pressing the **X/○/□/△** button that corresponds to the direction the creature attacked from. Though Harry can lose the monsters if he runs far enough ahead, he will never truly be safe until he finds a way to escape the Nightmare.



How to use the Phone

At some point, Harry will gain use of a cell phone. He can use this tool in a variety of ways. Pressing the **○** button will access the phone, allowing you to operate it with the directional buttons and the **X** button. To cancel selections, tap the **○** button. You may still move Harry using the Analog Stick while the cell phone is open.



The cell phone allows Harry to make and receive phone calls. To make a call, select the "Dial" icon and type in a phone number (numbers can be found throughout Silent Hill) or select a number Harry has previously called from the "Phone Book". Text and voicemail messages can be accessed from the "Messages" icon. The phone can even take pictures! Accessing "Camera" will allow you to then snap a shot by pressing the **X** button. (The camera can also be accessed quickly at any time by pressing the right button.) You can save photos (up to 5), saved photos may be viewed in the "Gallery" menu. You can also use the phone to view a Map (see page 10) or Save your game data (see page 10). If you want to try a different ringtone, you can access the "Settings" menu to adjust phone-specific settings.

Playing the Game

How to use the Map

Harry's cell phone has a GPS map function. New locations will be added to the map, and you can use this to keep track of Harry's progress and his current location. To access the map, press the  button to open the cell phone and then select "Map" with the  button. A small map of the immediate area will be shown. (The Map can also be accessed quickly at any time by pressing the left button.)

By pressing the  button you can zoom. You may draw on this map to take notes or circle important locations by aiming the cursor with the Analog stick and holding the  button to draw. You can erase markings in the same way using the  button. To zoom in on a specific area, press the  button for up to two levels of magnification. While zoomed in, you can scan across the map by moving the cursor to the edges of the screen. To back out of this view, tap the  button.



Save and Load

At the start of the game, you will create a Profile for your data. You can save your progress to this Profile at any time by pressing Select to access the cell phone and then selecting the "Save" option.

To resume a saved game, simply select that Profile from the main menu. **NOTE:** When saving data, your progress is recorded to the nearest Checkpoint. In some instances, your game may load from a point slightly earlier than the exact location you saved.

Up to 3 Profiles can be saved at a time.

Options

Pause Menu

Press Start during gameplay to access several game options.

Resume Game

Exit the Pause Menu and return to the game.

Mementos

View any Mementos that Harry has collected.

Controls

View a list of control commands.

Hints

Check a variety of helpful hints if you get stuck.

Options

Change the following game options:

Music Volume

Raise/Lower the music balance.

SFX Volume

Raise/Lower the sound effect balance

Brightness

Change the brightness level.

Subtitles

Display or remove subtitles for spoken dialogue.

Tutorials

Toggle tutorial messages on/off.

NOTE: These settings can also be changed from the Main Menu after selecting a Profile.

Quit to Main Menu – End the current game and return to the Main Menu.

NOTE: If you choose to 'Quit to Main Menu' your progress will not be saved!

Items



Flashlight

Used to light dark places. It can be turned on and off with the  button. While it's a crucial item for exploring the environment, its light may also alert creatures to Harry's position.



Cellphone

Harry's cell phone is his most versatile tool. It allows him to make and receive calls, monitor his position on a GPS map, and even take pictures. Some areas may cause static interference with the phone which gets louder as Harry approaches. This will also happen if there are creatures nearby.



Emergency Flare

The flare's heat will keep creatures at bay for as long as it's burning. Harry can light a flare immediately (by pressing the down directional button) or he can hold onto it until it's absolutely necessary. By pressing the  directional button again, Harry will drop the flare.



Mementos

Scattered throughout Silent Hill, Harry may find forgotten trinkets. While these don't hold any value for Harry, they probably meant a lot to someone.

NOTE: There are NO health drinks.

Hints

Puzzles

Harry will encounter a variety of different puzzles in Silent Hill. The important thing to remember is that the solution will always be someplace nearby. If you get stuck, try to look for objects you can interact with. Consider searching nearby cupboards and drawers for keys. Harry's cell phone will be a valuable puzzle solving tool – look around for hidden phone numbers or places to photograph. Listen carefully to voicemails you receive near puzzle areas.

Light and Sound

During the Nightmare, Harry's phone will make noise when creatures are nearby. This noise will increase as the danger level rises. The creatures can't hear this noise, but they can hear Harry if he runs or makes other noise. They can also see the light from Harry's flashlight, so turning it off may be a good strategy for sneaking.

Escaping the Nightmare

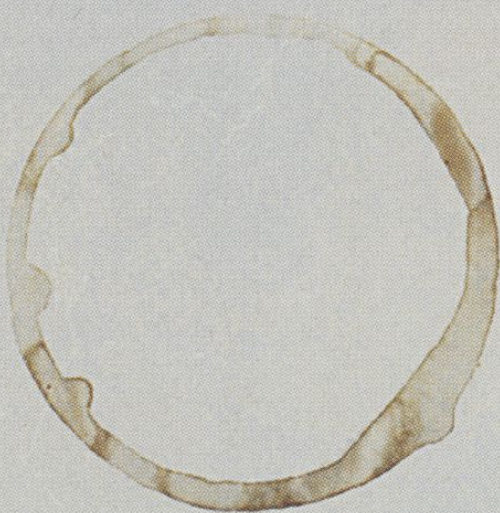
The Nightmare is a dangerous place, where Harry is in constant danger. Once the creatures spot him, they will not relent and they cannot be defeated. Harry's only hope is to somehow escape. The Map on Harry's phone will help you navigate the frozen landscape, and the static noise will alert you to nearby creatures. Harry can slow the creatures' advancement by knocking down bookshelves or other objects by pressing the X button as he passes one. If he can find and light an emergency flare, the heat will keep the creatures at bay until the flare burns out. But remember that any safety is only temporary, so keep searching for a way out.

Dr. K's office is a safe place

During therapy sessions, try to relax and answer the doctor truthfully. Remember, the more open and honest you are, the more easily Dr. K will be able to help you. There are no "right" or "wrong" answers, and you won't be penalized for speaking your mind. By all means, take as much time as you need.

{ if_ destiny interferes with reality,
one man's determination
may merely be
what is determined
by
his fate }

Notes



PRECAUTIONS

This disc contains software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



ULES-01352

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